Fig.1A (Related Art)

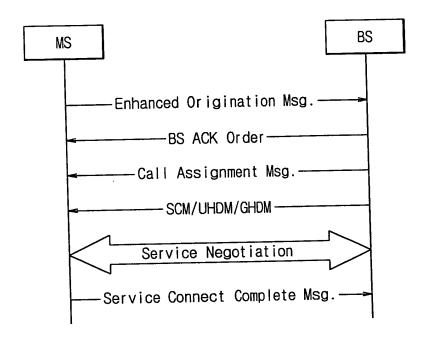


Fig.1B (Related Art)

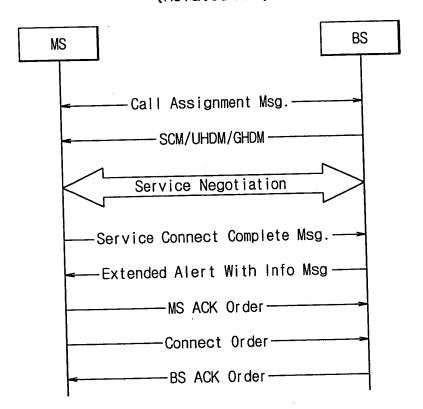


Fig.2 (Related Art)

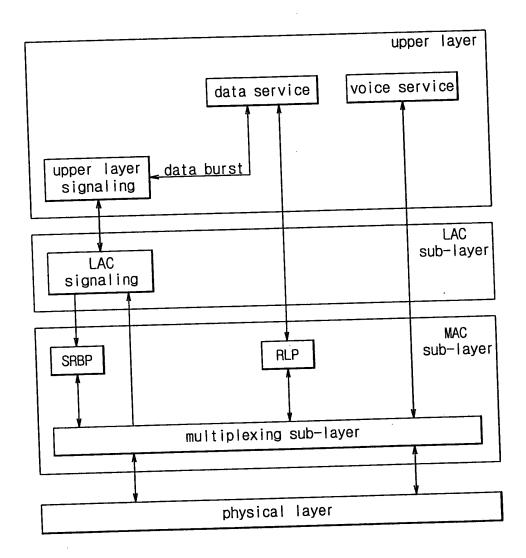


Fig.3 (Related Art)

ŗ	MuxPDU header				ſ	Permitte		ted	on	
trans- mission speed (bits/ sec)	mix mode (MM)		traffic mode (TM)	first	signal- ing traffic (bits/ block)	second traffic (bits/ block)	F C H	D C C H	S C C H	S C H
	'0'		_	171	0	0	Υ	Υ	Υ	Y
	'1'	'0'	'00'	80	88	0	Y	Υ	N	N
	11	'0'	'01'	40	128	0	Y	Y	N	N
	11	'0'	'10'	16	152	0	Υ	Υ	N	N
9600	111	'0'	'11'	0	168	0	Υ	Y	N	N
0000	111	11'	'00'	80	0	88	Y	Y	N	N
	111	'1'	'01'	40	0	128	Y	Y	N	N
	111	11'	'10'	16	0	152	Y	Y	N	N
	11'	'1'	'11'	0	0	168	Y	Y	Y	Y
4800	<u> </u>	<b>—</b>	_	80	0	0	Y	N	N	N
2400/ 2700	-	_	_	40	0	0	Y	N	N	N
1200/ 1500	-	_	_	16	0	0	Y	N	N	N

Fig.4 (Related Art)

	MuxPDU header					Per	miti	ed	on
trans- mission speed (bits/ sec)	mix mode (MM)	frame mode (FM)	first traffic (bits/ block)	signal- ing traffic (bits/ block)	second traffic (bits/ block)	F C H	D C C H	S C C H	S C H
	'0'	_	266	0	0	Υ	Υ	Υ	Υ
	'1'	'0000'	124	138	0	Υ	Υ	N	N
	'1'	'0001'	54	208	0	Υ	Υ	N	N
	111	'0010'	20	242	0	Υ	Υ	N	N
14400	'1'	'0011'	0	262	0	Υ	Υ	N	N
	'1'	'0100'	124	0	138	Y	Υ	N	N
	'1'.	'0101'	54	0	208	Y	Y	N	N
	'1'	'0110'	20	0	242	Y	Υ	N	N
	111	'0111'	0	0	262	Y	Y	Y	Y
	111	1000	20	222	20	Υ	Υ	N	N
	'0'	_	124	0	0	Y	N	N	N
	'1'	'000'	54	67	0	Y	N	N	N
	'1'	'001'	20	101	0	Υ	N	N	N
	'1'	'010'	-0	121	0	Y	N	N	N
7200	'1'	'011'	54	0	67	Υ	N	N	N
	'1'	'100'	20	0	101	Y	N	N	N
	'1'	'101'	0	0	121	Y	N	N	N
	'1'	'110'	20	81	20	Y	N	N	N
	'0'	_	54	0	0	Y	N	N	N
3600	'1'	'00'	20	32	0	Y	N	N	N
	'1'	'01'	0	52	0	Y	N	N	
	'1'	'10'	20	0	32	<u> </u>	N	+-	
	'1'	'11'	0	0	52	Y	N		+
	'0'	-	20	0	0	<u> </u>			
1800	'1'	_	0	0	20	\	/ N	l N	N

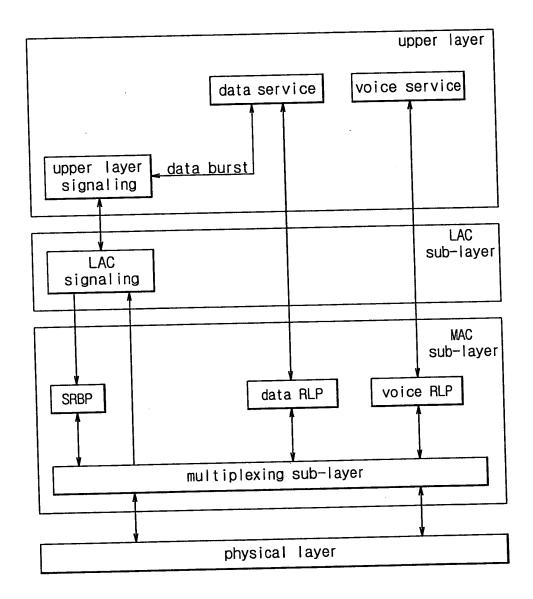


Fig.6A

Field	bits
Information	168
frame type(TYPE)	3

Fig.6B

Field	bits
Information	264
frame type(TYPE)	2

Fig.6C

Field	bits
frame sequence(SEQ)	8
Data	160
frame type(TYPE)	3

Fig.6D

Field	bits
frame sequence(SEQ)	8
Data	256
frame type(TYPE)	2

Fig.7

Field	bits	
SEQ	8	
CTL	6	
RESET_VAR	1	
EXT_SEQ_M	0 or 18	
NAK_PARAM_INCL	1	
MAX_MS_NAK_ROUNDS_FWD	0 or 3	
MAX_MS_NAK_ROUNDS_REV	0 or 3	
MAX_ROUNDS_FWD	0 or 3	
MAX_ROUNDS_REV	0 or 3	
NAK_ROUNDS_FWD occurrences of the following		

NAK_PER_NAK_ROUNDS_FWD	3
NAK_ROUNDS_REV occurrences of the	e following
NAK PER NAK_ROUNDS_REV	3

The following fields shall be:

THE TOTTONTING THE TABLE	
Padding_1	Variable
FCS	16
Padding_2	Variable

Field	bits				
SEQ	8				
CTL	6('111100')				
NAK_TYPE	2				
SEQ_H1	4				
If NAK_TYPE='00', the following f	ields shall be:				
NAK_Gap_Count	2				
NAK_Gap_Count+1 occurrences of t	he following record:				
FIRST	12				
LAST	12				
If NAK_TYPE='01', the following f	ields shall be:				
NAK_Map_Count	2				
NAK_Map_Count+1 occurrences of the following record:					
NAK_Map_SEQ	12				
NAK_Map	8				
If NAK_TYPE='10', the following fields shall be:					
NAK_SEG_COUNT	2				
NAK_SEG_COUNT+1 occurrences of the following record:					
FRAME_SEQ	12				
FIRST_S_SEQ	12				
LAST_S_SEQ	12				
If NAK_TYPE='11', the following					
NAK_SEG_COUNT	2				
NAK_SEG_COUNT+1 occurrences of					
FRAME_SEQ	12				
FIRST_S_SEQ	12				
LAST_S_SEQ	8				
For any NAK_TYPE value, the follwi					
Padding_1	Variable				
FCS	16				
Padding_2	Variable				

Fig.9A

Field	bits
SEQ	8
CTL	4('1000')
SQI	1
LAST_SEG	1
REXMIT	1
LEN	5
SEQ_HI	0 or 4
S_SEQ	12
Padding_1	Variable
Data	8xLEN
Padding_2	Variable

Fig.9B

bits
8
1('0')
1
6
8xLEN
Variable

Fig.10A

Field	bits
SEQ	8
CTL	4('1001')
SEQ_HI	4
Padding	Variable

Fig.10B

Field	bits
SEQ	8
CTL	4('1010')
SEQ_HI	4
Padding	Variable

Fig.11A

Field	bits
Voice Frame	168
frame type(TYPE)	3

Fig.11B

Field	bits
Voice Frame	8
CTL	6
Voice Frame	66

Fig.11C

Field	bits
Voice Frame	8
CTL	6
Voice Frame	26

Fig.11D

Field	bits
Voice Frame	8
CTL	6
Voice Frame	6